

L Number	Hits	Search Text	DB	Time stamp
3	331	(sport\$ or game) with gps	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2003/07/23 17:10
4	564	(sport\$ or game) with geometric	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2003/07/23 17:13
5	41	(sport\$ or game) with semantic	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2003/07/23 17:11
6	3	((sport\$ or game) with geometric) and ((sport\$ or game) with semantic)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2003/07/23 17:10
7	1	((sport\$ or game) with gps) and ((sport\$ or game) with semantic)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2003/07/23 17:10
8	916	(sport\$ or game) with statistic	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2003/07/23 17:11
9	10	((sport\$ or game) with gps) and ((sport\$ or game) with statistic)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2003/07/23 17:12
10	2463	(707/104.1).ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2003/07/23 17:12
11	0	((sport\$ or game) with gps) and ((707/104.1).ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2003/07/23 17:12
12	2	((sport\$ or game) with geometric) and ((707/104.1).ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2003/07/23 17:12
13	67	(sport\$ or game) and geometric and semantic and statistic	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2003/07/23 17:14
14	56	((sport\$ or game) and geometric and semantic and statistic) and video and track\$	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2003/07/23 17:14
15	144746	radio with frequency	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2003/07/23 17:15
16	8	((sport\$ or game) and geometric and semantic and statistic) and video and track\$) and (radio with frequency)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB	2003/07/23 17:15

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1 [Algorithmic issues in modeling motion](#)

77%

Pankaj K. Agarwal , Leonidas J. Guibas , Herbert Edelsbrunner , Jeff Erickson , Michael Isard , Sariel Har-Peled , John Hershberger , Christian Jensen , Lydia Kavraki , Patrice Koehl , Ming Lin , Dinesh Manocha , Dimitris Metaxas , Brian Mirtich , David Mount , S. Muthukrishnan , Dinesh Pai , Elisha Sacks , Jack Snoeyink , Subhash Suri , Ouri Wolfson

ACM Computing Surveys (CSUR) December 2002

Volume 34 Issue 4

This article is a survey of research areas in which motion plays a pivotal role. The aim of the article is to review current approaches to modeling motion together with related data structures and algorithms, and to summarize the challenges that lie ahead in producing a more unified theory of motion representation that would be useful across several disciplines.

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